

E-SOCIETY

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ABSTRAK

Kebanyakan universiti dan kolej masa kini menggunakan perkhidmatan rangkaian sosial, iaitu satu platform dalam talian yang menghubungkan pelajar-pelajar antara satu sama lain begitu juga dengan pensyarah, professor, dan kakitangan dalam universiti dan kolej. Tujuan utama perkhidmatan rangkaian sosial adalah untuk memberi tumpuan dalam pembinaan dan pemantauan rangkaian sosial di kalangan orang dengan perkongsian idea, peristiwa, minat, dan aktiviti di dalam rangkaian masing-masing. Beberapa contoh laman web social yang popular pada hari ini adalah Google+, Facebook, Twitter, MySpace, dan Bibb. Dengan perkembangan dalam bidang teknologi maklumat dan komunikasi ICT di Malaysia, akademik portal yang digunakan oleh universiti-universiti tempatan membolehkan pelajar bukan sahaja untuk memaparkan maklumat akademik peribadi, tetapi juga boleh berbual, berkongsi gambar, memuat naik atau turn fail dan buat komen. Ia digunakan oleh pensyarah dan pelajar sebagai alat komunikasi yang serupa dengan laman web perkhidmatan sosial. Dengan adanya e-Society, pelajar, pensyarah, dan professor Fakulti Sistem Komputer dan Rangkaian Perisian (FSKKP) di Universiti Malaysia Pahang (UMP) mampu untuk berinteraksi dalam satu kumpulan untuk melanjutkan perbincangan dalam kelas dengan membuat komen, berbual secara langsung, memuat turun atau naik fail, gambar dan video menggunakan laman web social ini untuk membantu kerja-kerja waktu kelas habis. E-Society juga membolehkan pelajar-pelajar berhubung dengan orang yang mempunyai persamaan dalam minat dan aktiviti dalam tidak kira sama ada dalam bidang pendidikan, ekonomi, dan sempadan geografi. Privasi bagi system ini adalah berkenaan di kalangan pengguna dengan menghadkan pengguna terlampau memaparkan maklumat peribadi. Pengguna sistem ini harus juga berwaspada terhadap pengguna yang tanpa izin daripada mengakses ke dalam akaun peripadi meraka.

ABSTRACT

Most of the university and colleges nowadays are using social networking service, which is an online platform that connects aspiring students with one another as well as with lecturers, professors, and staffs. The main purpose of social networking service is to focus on building and reflecting of social networks among people by sharing ideas, events, interests and activities within their individual networks. Some examples of popular social networking sites widely used today are Google+, Facebook, Twitter, MySpace, and Bibb. With the growing of Information and Communication Technology ICT in Malaysia, academic portal in local Universities have enabled students not only to view personal academic information, but also to chat, share picture, upload or download files and post comments. It is being used by lecturers and students as a communication tool which is similar to a social networking site. With e-Society, students, teachers and professors of Faculty of Computer Systems and Software Engineering (FSKKP) in University Malaysia Pahang (UMP) are able to interact in group to extend their classroom discussion by posting comments, chatting live, uploading document files, photos and videos on this social networking site to assisting with homework outside of the classroom setting. E-Society also makes us possible to connect people who share interests and activities across education, economic, and geographic borders. Privacy of this system is concerned among its users by limiting users give out too much of personal information. Users of this system also need to be aware of unauthorized user from accessing their information.

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LIST OF ABBREVIATIONS

API	Application Programming Interface
ASP	Active Server Pages
DFD	Data Flow Diagram
ERD	Entity-Relationship Diagram
FSKKP	Faculty of Computer Systems & Software Engineering
FTP	File Transfer Protocol
HTML	Hyper Text Markup Language
HTTP	Hypertext Markup Language
NNTP	Network News Transfer Protocol
GUI	Graphic User Interface
IIS	Internet Information Server
JSP	JavaServer Pages
OS	Operating System
PHP	Hypertext Pre-processor
RAD	Rapid Application Development
SDLC	Software Development Life Cycle
SMTP	Simple Mail Transfer Protocol
SQL	Standard Query Language
UMP	University of Malaysia Pahang
WWW	World Wide Web
XML	Extensible Markup Language

Chapter 1

INTRODUCTION

In this chapter, a background of eSociety, which is a web-based social networking site, will be presented, followed by the problem statement, objectives, scope of the system, and thesis organization.

1.1 Background

Social networking is the way how 21st century people around the world communicate together today. It's a social network structure that made up of individuals which is connected into some specific groups, similar to a small rural community or a neighborhood subdivision. Nowadays, the social network service has become a popular online platform, service, or website that focuses on creating and reflecting of social network relations among people around the world. It is the easiest way to keep in touch with relatives and friends which they do not live closed with us or even just roommates. The most popular

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social network sites widely used today are Google+, Facebook, Twitter, Bebo and MySpace.

Social networking services allow its users to share thoughts, interests, ideas, events, and also activities within their individual networks. Mostly the social network services are designed in web-based form and provide the medium for its users to interact over the internet by e-mailing and using instant messaging platform. Besides this, it is also enable users to keep up-to-date on news information more quickly. Furthermore, having a social networking account allows users to keep informed on recent happening and discuss on it with people in their network.

With the existing of internet, all individuals from around the world are allowed to access to any social networking sites from web. In other word, everyone from different nations, languages, cultures and religions are easily to develop an online friendship with people around the world. The social networking service is developing rapidly until today as technology changes with new mobile dimensions and features.

eSociety is an online social network site for students, lecturers and staffs of FSKKP use in UMP. This service can take the form of an information system which students, lecturers and staffs of FSKKP can post contents where only a restricted number of people can initiate posts. Other than that, it used social network separately or in combination, like text-based chat room and blogs that use text message, voice or video text.

1.2 Problem Statement and Motivation

In UMP, most of the students are communicate through instant messengers and mobile phone. They prefer to use instant messengers such as

Yahoo! and Windows Live Messenger, to chat and share files with their colleagues, course mates and lecturers. UMP communication portal only would be used by students to download notes and study materials which are uploaded by lecturers but not for the communication purpose. Hence, this motivates me to develop a new communication portal which is named as e-Society for students, lecturers and staffs of FSKKP use. This proposed system is a sharing portal for its user to share anything included files, photos, audios, and videos.

1.3 Objectives

The aim of this project is to improve the current existing UMP communicate portal. The objectives are:

1. To develop and implement a web-based social networking site for Faculty of Computer Science and Software Engineering (FSKKP)'s students, lecturers, and staffs in UMP use.
2. To provide a special medium for users not only to share thoughts, interests, hotlines, but also share lecture files or notes, photos, audios, videos and chat live within the group of FSKKP's users efficiently.

1.4 Scope

The target users of this system are students, colleagues, staffs and lecturers of FSKKP in UMP which enable them to share ideas, activities,

events, interests, coursework, and suggestion. Besides this, it is also to interact or communicate among them by using web browsers through online. The programming language uses to develop this system is PHP while HTML will be the markup language for the website. The main tool to develop this social network site system is Adobe Dreamweaver CS5.

1.5 Thesis Organization

This thesis has divided into 5 chapters and each chapter discussed the system development processes and issues of the project.

Chapter 1

Present the introduction of project which includes background, problem statement, objectives, and scope of the project.

Chapter 2

This chapter presents the research and literature review which are related to the project. Besides this, previous works relating to research problem are also reviewed here. In order to understand and investigate the research problems, sources like journals, conference, report, books, newspapers, thesis, magazines and internet have been used as the references for developing this system.

Chapter 3

Methodology of this system is implemented and explained in this chapter. It is explains how data was collected or generated and analyzed. Methodological problems and their solutions are also explained in this chapter.

Chapter 4

Expected results and discussion on results for this system are made here. The results in previous research have compared and the effects of methods used on the data are obtained.

Chapter 5

The purpose of conclusion is to give a summary of what was learned, remains to be learned and the shortcomings of what was done from this project. This chapter also mentions the benefits, advantages, application of the research and recommendations of the system.

CHAPTER 2

LITERATURE REVIEW

2.1 Introduction

2.1.1 Social Network Sites

Danah, Boyd, Ellison and Nicole (2007) defined social network sites as web-based services [1] that allow individuals to:

1. Construct a public or semi-public profile within a bounded system.
2. Articulate a list of other users with whom they share a connection.
3. View and traverse their list of connections and those made by others within the system.

Today, social networking site has become a platform or medium of communication among young people. It allows online users to create their own public or semi-public profiles within that website and form relationships with other users of the same website who can access to their profile. Social network site can also be described as community-based website, online discussion forum or chat room. The social network site users are connected with others by sharing their news, information, interests, events, activities, and ideas within their individual networks [1]. Most of the services are web-based and provide means for users to communicate through internet. The examples of popular social network sites which are widely used today are Facebook, MySpace, Twitter, Friendster and Google+.

2.1.2 The Benefits of Social Network Sites



Figure 2.1: Social Network

Leuchovius (2008) stated one of the social network benefits is that youth can expand their circle of friends and even communicate more often with extended family [2]. It is very easy to gain a large number of people to join our own friends list in social networking sites. Users can simply register

an account, establish profile and start adding friends from different networks and communities into the sites. These can help youth get better understanding about the different cultures, nations, and races from different peoples.

It may be easier for teens to initially approach a student with a disability on a social networking site instead of face to face [2], Leuchovius (2008) concluded. Most of the disability teens are poor in sociality skill because of their less confidence. They do not like to speak and make friends in their society. With the social networking sites, they no need to be nervous and shy during communication with people. Instead of reply instantly during direct conversation, teens that have difficulty on speaking can have time to think about the response. This may also bring teen's personality to the forefront, because when disability teens communicate on social networking sites, the communicating people do not see their disability.

Teens have to be adapted to the world which functions getting more and more with complex technologies. Most of the jobs in today's world require computer and technology skills. Using networking sites at a younger age may make the transition from high school to college easier, stated by Leuchovius (2008). This enables teens to practice their social skills before they started to involve themselves in real world of society.

2.2 Existing Systems

2.2.1 MySpace



Figure 2.2: Myspace

MySpace [15] is a popular social networking service that allows people to meet their friends' friends. It offers an interactive user network of friends, groups, blogs, music, photos, and videos internationally. It is designed to incorporate everyone: friends who talk online; single people meeting other singles; family tree creation, business links, reunions with lost friends; and connecting classmates and study partners. MySpace is very popular having over 110 million active users monthly. On average 300,000 of users' signed up every week. Up until June 2008 the site held the record for the most amounts of page views in one day - 4.5 billion. There are over 60,000 artists and bands on MySpace Music Acts, many of whom have been discovered through the application [15].

2.2.2 Facebook



Figure 2.3: Facebook

Facebook [16] is a social networking service or website that launched in February 2004, start operated and privately owned by Facebook, Inc. In July 2011, Facebook has reached more than 800 million active users. Users must register before using the site, after which they may create a personal profile, add other users as friends, and exchange messages, including automatic notifications when they update their profile. Moreover, users may join a group with same interest, group within workplace, college or university, or other characteristics, and categorize their friends into lists such as "People From Work" or "Really Good Friends". The name of the service stems from the colloquial name for the book given to students at the start of the academic year by some university administrations in the United States to help students get to know each other. Facebook allows any users who declare themselves as to be at least 13 years old to become registered users of the site.

According to previous research by Goh and Silverman (2008), Facebook is the second most trafficked social media site, with over 80 million active users [16]. From January 2007 to January 2008 Facebook had over 60

million active monthly users, an average of 250,000 new registrations a day and an average 3% growth a week over the past year. It has over 65 billion page views a month and half of its users visit daily spending an average 20 minutes on the site.

The disadvantages of Facebook are:

- i. Spamming. Many Facebook users may receive emails from anonymous users everyday asking to chat and date on other websites.
- ii. Scamming. An ordinary recognized trick could be through a phishing website which lookalike to Facebook and fools users in believing that they are still on the official Facebook website.
- iii. Threat of viruses. Hackers send viruses to Facebook users and steal their data.
- iv. Not compatible in university environment.

2.2.3 Twitter



Figure 2.4: Twitter



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Twitter [20] is a real-time information network that connects people to the latest information about what they find interesting. This service enables its users to send and read text-based posts of up to 140 characters. It was created and launched by Jack Dorsey in 2006. The service has rapidly grown in worldwide popularity, with over 300 million users in 2011.

The disadvantages of Twitter are:

- i. Reducing Compassion: it is possible to numb a person's level of compassion. The information is passed too quickly through the Twitter platform and causes human brain unable to think the true emotional content of one's comment.

2.2.4 FSKKP E-Learning Portal

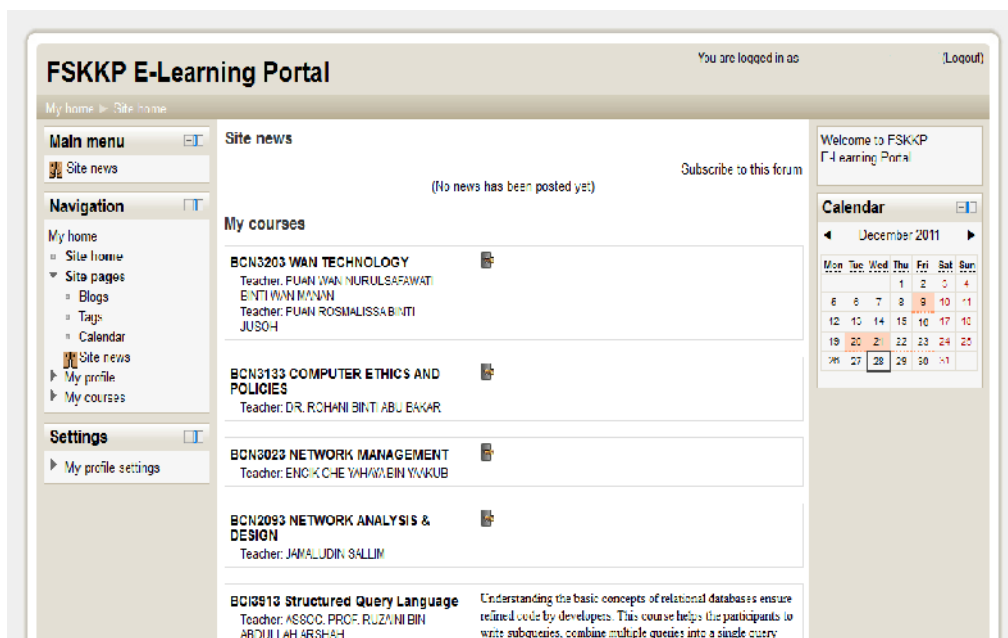


Figure 2.5: FSKKP E-Learning Portal

FSKKP E-Learning Portal is a web-based learning system currently used by students and lecturers of FSKKP in UMP. This portal is introduced by UMP to enhance the current teaching and learning techniques by providing the knowledge completely and efficiently to students. This system is powered by Moodle, which is a free and open source e-learning software platform. It helps educators create online courses by focusing on interaction between lecturers and students and collaborative construction of contents.

The disadvantages of FSKKP E-Learning Portal are:

- i. Limited file size: the maximum size of the file to upload is only 10MB. Lecturers have to separate or compress the large file before upload into the portal.
- ii. Slow access speed: When many users access to the portal in one time, the connection speed to the portal could become very slow.
- iii. Chatting: does not support instant messaging in the portal

2.3 Development Tools

2.3.1 HTML

Hyper Text Markup Language (HTML) is the predominant markup language for web pages. It has been in continuous evolution since it was introduced to the internet in the early 1990s. HTML elements are the basic building-blocks of all webpages.

Example of HTML element: